

**Amendments to the Claims**

1 1. (currently amended) A graphic multi-user interface for resolving conflicts,  
2 comprising:

3 a touch sensitive surface;

4 means for displaying a plurality of items on the touch sensitive  
5 surface;

6 means for generating simultaneously, a plurality of sequences of  
7 touch samples when a plurality of users simultaneously touch the touch  
8 sensitive surface, each sequence of samples being identified with a particular  
9 user generating the sequence of samples;

10 means for associating each sequence of samples with a particular  
11 item, the particular item having an associated state and a policy;

12 means for generating an event for each associated sequence of  
13 samples; and

14 means for determining a decision with respect to a conflict affecting a  
15 next state of the particular item according to the events from the plurality of  
16 users, the state and the policy.

1 2. (original) The graphic multi-user interface of claim 1, in which the state of  
2 the item includes an owner, an access code, a size, an orientation, a color  
3 and a display location.

1 3. (original) The graphic multi-user interface of claim 1, in which the  
2 particular item is active when a particular user is touching the particular  
3 item.

1 4. (original) The graphic multi-user interface of claim 1, in which one  
2 particular user generates multiple sequences of sample for multiple touches.

1 5. (original) The graphic multi-user interface of claim 1, in which each  
2 sample includes a user ID, a time, a location, an area and a signal intensity  
3 of the touch.

1 6. (original) The graphic multi-user interface of claim 5, in which each  
2 sample includes a speed and trajectory of the touch.

1 7. (original) The graphic multi-user interface of claim 1, in which the policy  
2 is global when the conflicts affects an application as a whole.

1 8. (original) The graphic multi-user interface of claim 1, in which the policy  
2 is element when the conflicts affects a particular item.

1 9. (original) The graphic multi-user interface of claim 1, in which the policy  
2 is privileged user depending on privilege levels of the plurality of users.

1 10. (original) The graphic multi-user interface of claim 1, in which each user  
2 has an associated rank and the decision is based on the ranks of the plurality  
3 of users.

1 11. (original) The graphic multi-user interface of claim 1, in which the  
2 policy is based on a votes made by the plurality of users.

1 12. (original) The graphic multi-user interface of claim 1, in which the  
2 policy is release, and the decision is based on a last user touching the  
3 particular item.

1 13. (original) The graphic multi-user interface of claim 1, in which the  
2 decision is based on an orientation of the particular item.

1 14. (original) The graphic multi-user interface of claim 1, in which the  
2 decision is based on a location of the particular item.

1 15. (original) The graphic multi-user interface of claim 1, in which the  
2 decision is based on a size of the particular item.

1 16. (original) The graphic multi-user interface of claim 1, further  
2 comprising:  
3 means for displaying an explanatory message related to the decision.

1 17. (original) The graphic multi-user interface of claim 1, in which the  
2 decision is based on a speed of the events.

1 18. (original) The graphic multi-user interface of claim 1, in which the  
2 decision is based on an area of the events.

1 19. (original) The graphic multi-user interface of claim 1, in which the  
2 decision is based on a signal intensity of the events.

1 20. (original) The graphic multi-user interface of claim 1, in which the  
2 decision tears the particular item into multiple parts.

1 21. (original) The graphic multi-user interface of claim 1, in which the  
2 decision duplicates the particular item.

1 22. (currently amended) The graphic multi-user interface of claim 7, in  
2 which the application has a global state, and further comprising:  
3 means for allowing a change to the global state only if all times are  
4 inactive, and no users are touching the touch sensitive surface or any of the  
5 plurality of items.

1 23. (currently amended) A method for resolving conflicts with a graphic  
2 multi-user interface, comprising:  
3 displaying a plurality of items on a touch sensitive surface;  
4 generating, simultaneously, a plurality of sequences of touch samples  
5 when a plurality of users simultaneously touch the touch sensitive surface,  
6 each sequence of samples being identified with a particular user generating  
7 the sequence of samples;  
8 associating each sequence of samples with a particular item, the  
9 particular item having an associated state and a policy;  
10 generating an event for each associated sequence of samples; and  
11 determining a decision with respect to a conflict affecting a next state  
12 of the particular item according to the events from the plurality of users, the  
13 state and the policy.